NCSOFT

Design Overview: Tabula Rasa

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What is Tabula Rasa?

- Tabula Rasa is an action RPG that combines the front line and behind enemy lines experience of Saving Private Ryan with Fifth Element tech and Star Wars mysticism.

Who Will Play Tabula Rasa?

- RPG-lite fans who like all the reward without all the numbers
  - Simple interface
  - Action is more important than complexity
  - Depth is revealed in story and character growth, not numbers

- Shooter fans who want a deeper experience
  - Game is reactive and movement is fun
  - Lots of action such as explosions, and big guns.

- MMOG fans
  - Will garner collectibles for brag
  - Large community interactions
  - Frequently updated content

Tabula Rasa: Control Points

- Control Points are the main evidence of the war effort and will be visually represented by NPCs battling, loud explosions, and emplacements.

- Strategically held points on a battlefield will change dynamically depending on player effort. These are represented by a *flag* showing either Bane or Human ownership.

- Certain missions will only become available to the players if the front line conditions are “right.”

- There will always be a compelling reason for the players to try to take over strategic points.

Behind Enemy Lines: Missions

- Missions are more personal, and tend to highlight things that the players can do individually or as a small group.

- Missions will fictionally highlight the player helping the war effort, and may have some influence over battlefield conditions.

- Missions may occur on any continent on any planet or in instances, which are dynamically loaded maps with preset conditions based on the player or group that enters.

- Much of the game fiction and mystery will be revealed through missions.

Technology: Fifth Element

- Tech should be designed to feel like Fifth Element equivalent technology level, with a slightly more fantastic feel.

- There are more ranged weapons than melee.

TR- DNA Extractor
1 • BLADES EXTEND OUT RADIALLY, THEN SWING IN TO GRAB SAMPLE
2 • CENTRIFUGE ROTATES QUICKLY, THEN DISPLAYS HOLOGRAM

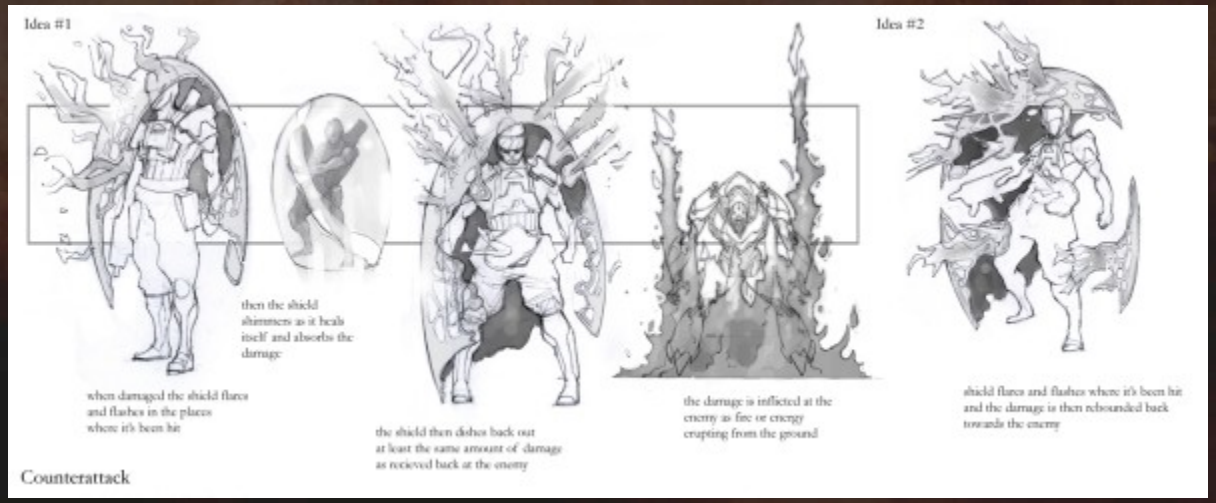
Mysticism: Logos

- Players will discover Eloh mysticism, Logos, the belief that the words and thoughts hold power.

- Logos has a set of rules where pure creation from thin-air is not possible, but altering present elements is.

- Logos powers raise as the player raises in level, but must also be unlocked through the discovery of Logos stones.

- The Logos tablet holds the Logos stones the player finds, and acts as a *Rosetta Stone* for Logos powers.


Idea #1
then the shield shimmers as it heals itself and absorbs the damage
when damaged the shield flares and flashes in the places where it's been hit
the shield then dishes back out at least the same amount of damage as recieved back at the enemy
the damage is inflicted at the enemy as fire or energy erupting from the ground
Idea #2
shield flares and flashes where it's been hit and the damage is then rebounded back towards the enemy
Counterattack

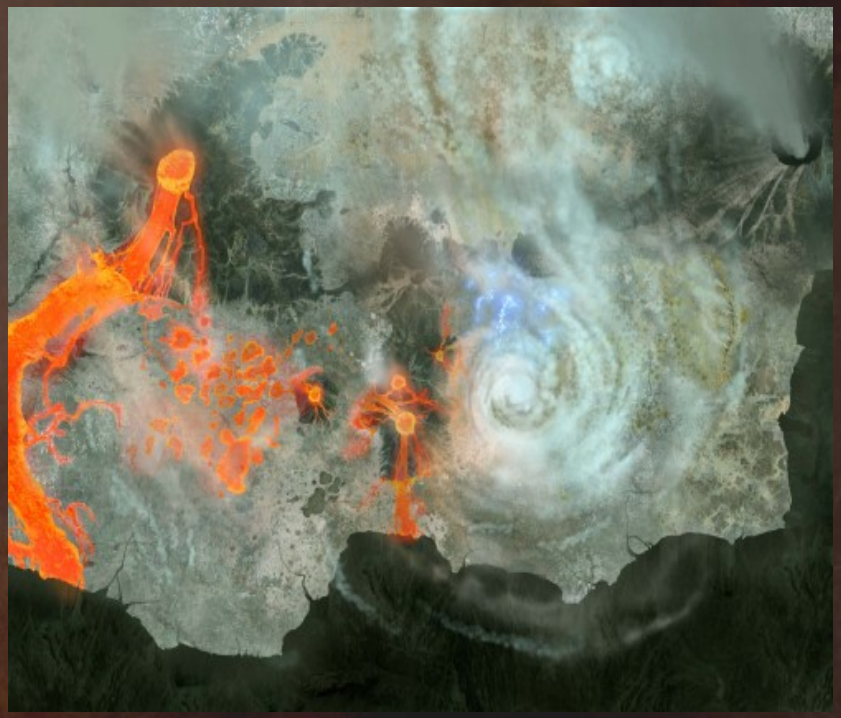
Game Content: World make up

- There will be three worlds to visit with approximately two continents on each world.

- Each continent will likely have three maps associated with it making up the entire continent.

- There will be around twelve instance maps on each continent, tailored for the player or group of players that enter it.

- There will be approximately 90 – 100 missions per continent, for a total of 1000 missions in the game.



World: Foreas

- Primary Inhabitants – Foreans, a non-indigenous race that squandered the resources on their world, but were saved by the Eloh. Given this second chance, they are the ultimate conservationists, and shun technology. Also present are a mysterious human faction known as the Cormans. The Cormans view the Eloh as gods.

- Environment – A ‘green’ forested world that is in the initial stages of a Bane invasion. Very hospitible and friendly, but battlefields are a grim reminder of forest fires and other ecological disasters.

- Continents –Valverde and Concordia

- Plot – The player will discover the Benefactor planetary guardians, and will work to repair the universal communication network of these guardians.

World: Arieki

- Primary Inhabitants – Atta, an indigenous ant-like race with a hive mentality that is beholden to their queen. Atta reluctantly share the planet with the Brann, a logos aware, humanoid race from another planet sent to Arieki. The Brann on Arieki are criminals of their race which viewed Arieki as a harsh prison planet. These Brann are the only survivors of their home-world, Erdas, as it was overrun by the Bane.

Pinnacle Badlands: Sharp Obsidian structures jutting from ground at random angles. Player can walk up and under collapsed pillars. Sky is obscured by a dark cloud of smoke emitted by the dormant volcano.

- Environment – A very harsh volcanic world with active electrical storms and flame tornadoes. The sky is a sickly shade of green.

- Continents –Ligo and Torden

- Plot – The player will discover two species at war with the Bane. To their disadvantage, neither species lives by the ethical code of the Benefactors. Players will unite the two species as a combined front to fight against

World: Mycon

- Primary Inhabitants – The Mutalis. A race friendly to the Bane. They are sentient only with the help of an indigenous plant processed by the Bane.

- Environment – A blue light world in a constant twilight. Orbits around a large gas giant and is filled with lichen and fungus. The environment is damp and wet and half of the planet is Frozen.

- Continents –Excelsus and Niveus

- Plot – The players are trying to help a rebellious faction of Mutalis escape the clutches of the Bane. However, the player will come to the realization that the Bane are actually good for the Mutalis and their society.

Players Will Be Able To: Advance

- Players will start out by creating a character and altering the appearance of the character so it best represents their ideal.

- Players will later make informed decisions to grow that character, branching into different class specializations that have access to unique abilities and weapons.

- Players will earn skill points so they can select skills they would like, such as weapon skills or Logos abilities. Players will be able to increase the effectiveness of these skills and abilities through pump points, also gained at levels.

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Players Will Be Able To: Fight

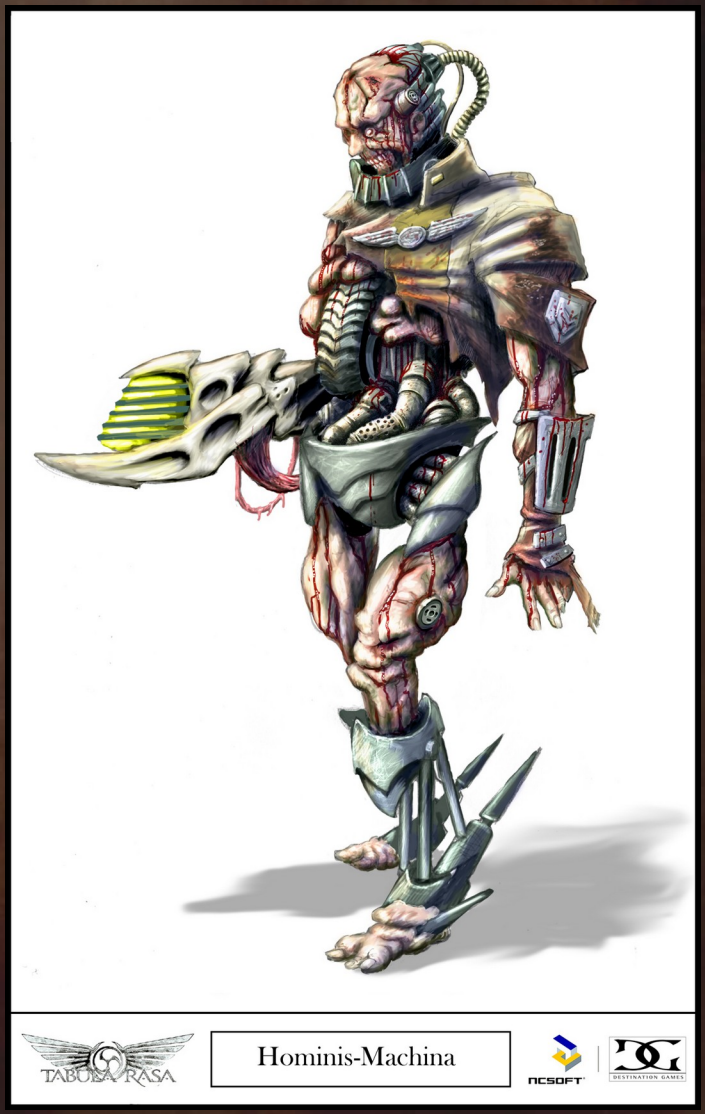
- Players will fight enemy soldiers, wild creatures, and even other players.

- Combat will control in a similar fashion to many third person shooter games popular on consoles and PCs.

- Combat will utilize RPG math to determine how much they damage, highlighting character growth over *twitch*.

- Movement, posture, Logos ability usage, and weapon choice will be factors in combat.

- Combat will be fast paced, usually ranged, and very visceral.



Players Will Be Able To: Explore

- Movement will feel natural and fun. Players will walk, run, jump and swim.

- Missions will drive players to various locales around the game such as new areas, new continents and even new worlds.

- Experience will be rewarded for finding new areas in the game, and there will be rare items to find.

- Various story arcs told through missions will reveal the history of the universe and allow the player to feel heroic.

Players Will Be Able To: Socialize

- Players will form social bonds by joining or creating non-persisting groups called squads, and persisting groups called clans.

- Players will participate in crafting items, selling items in an auction system, and receiving currency and items from adventuring.

- Voice chat with squad-mates, or keyboard chat with clan members, friends, and people nearby.

Social: Clans

- Players will be able to join large groups of other players called Clans.

- Clans will have their own chat channel, and will help keep players in the game by making it easier to find play groups, equipment, and answer general questions newer players may have.

- We encourage large clans by offering ‘bonuses’ for joining a clan. Clans will have passive buffs they can choose that will grow in power depending on clan population.

- Clans will also allow players to fight one another. Clans can declare war on other clans, though both sides must accept the war so PvP is voluntary.

Veteran Game: Command Opportunity

- Once players reach level 50, they will be able to command troops in the field of battle.

- Players will get ‘squad members’ assigned to them. Players will be able to give these squad members equipment, and new skills.

- Players will grow their squad members through command points that are earned when things go well, and lost when they don’t…

- Players will order squad members through simple commands such as attack my target, and hold your ground.

- Squad members open up larger encounter possibilities for smaller groups, needing less people for ‘raids.’